SHARK! SHARK!™

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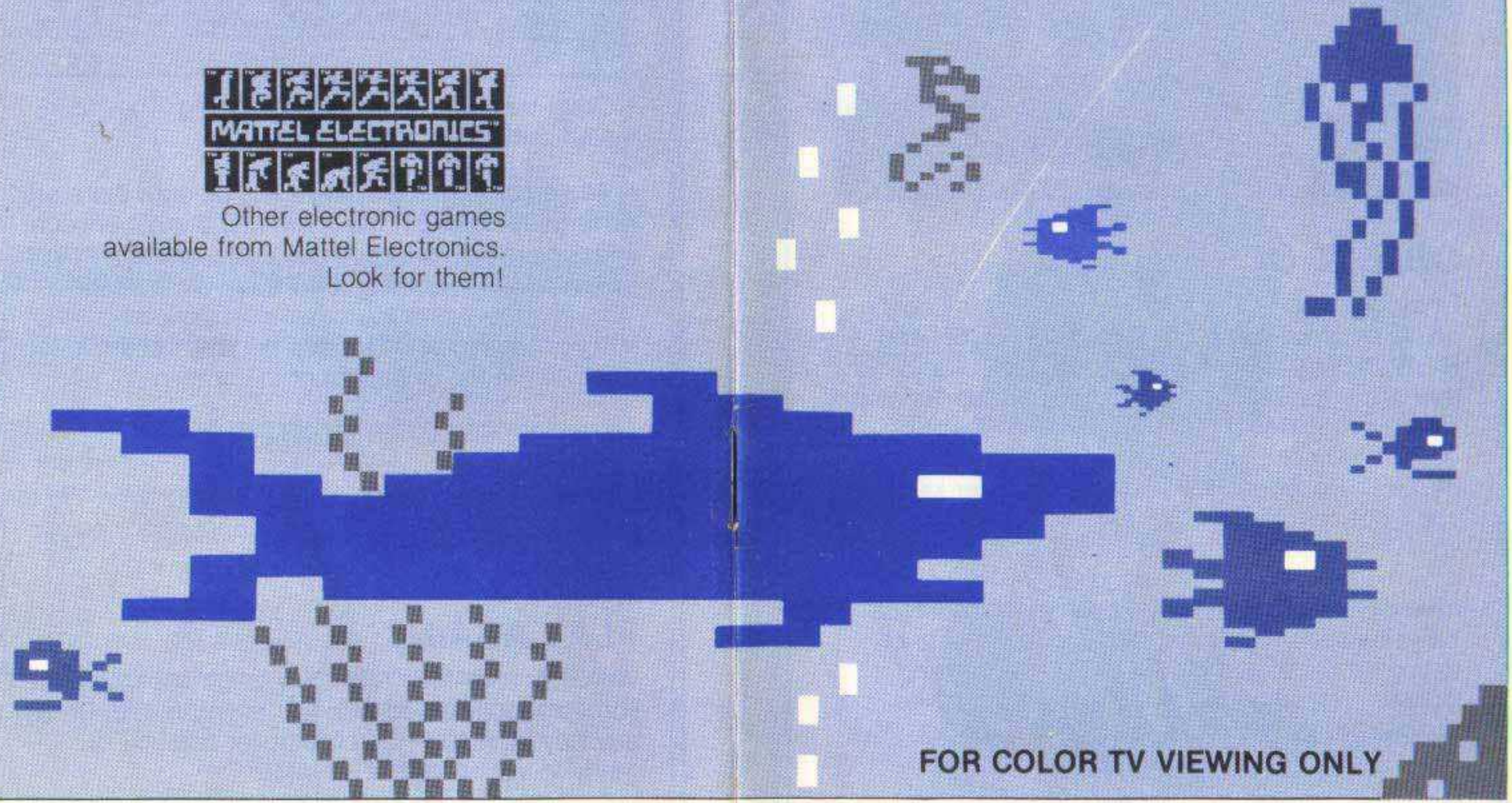
SHARK! SHARK!™

CARTRIDGE INSTRUCTIONS

(For 1 or 2 Players)



FOR COLOR TV VIEWING ONLY

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Terror reigns under the ocean surface. It's a heavy traffic of sharks, nasty fish, seahorses, crabs, lobsters and jellyfish. They swim fast, jerk up and down, lurk behind plants, or slide under coral reefs. They have weird shapes, striking colors, tiny or big sizes, and very mean intentions. They eat or kill each other at first sight!

OBJECT OF THE GAME

Under your control, a small fish will begin scoring points by quickly GULPING SMALLER FISH and NIBBLING AT A BLACK SHARK'S TAIL. Watch for that shark turning around on you a bit too fast... or you're dead! Never touch his head or fins! For every 1000 points earned, you'll GROW ONE SIZE BIGGER. For every shark, crab, or lobster killed, you'll get one bonus small fish. You start with 5 small fish, one at a time, each a size 1, capable of growing up to size 5. After you've reached size 5, for every 1000 points earned you'll get a BONUS FISH instead. At certain sizes you're capable of eating up seahorses or killing falling crabs and lobsters. But when the size-6 jellyfish begins to cruise around, you'd better avoid him...as you would any fish or thing bigger than you...or you're finished. Get eaten up once, another small fish will take your place. But how many fish in your team have you left? Soon you'll have only one. WIN BY SCORING HIGH AND STAYING ALIVE!

YOUR CONTROLS

Slide SHARK! SHARK! overlays into Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).

GET READY

To begin the game, press RESET. You see the SHARK! SHARK! Title Screen. Now choose your game speed:

Press **3** for very slow

Press **2** for slow

Press **1** for medium slow

Press DISC for normal

Watch the "SELECT 1 OR 2 PLAYERS" message on the screen.

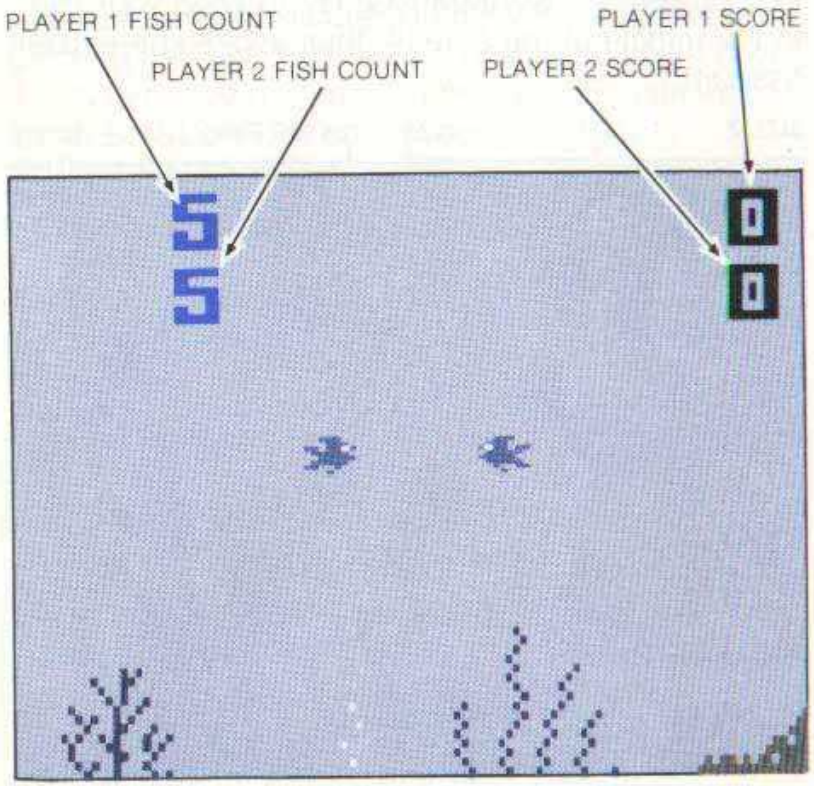
If 1 player, press 1 on either keypad. Then press ENTER. YOU'RE ON!

YOU'RE THE SMALL YELLOW FISH!

NOTE: To continue playing the game, use the LEFT keypad only.

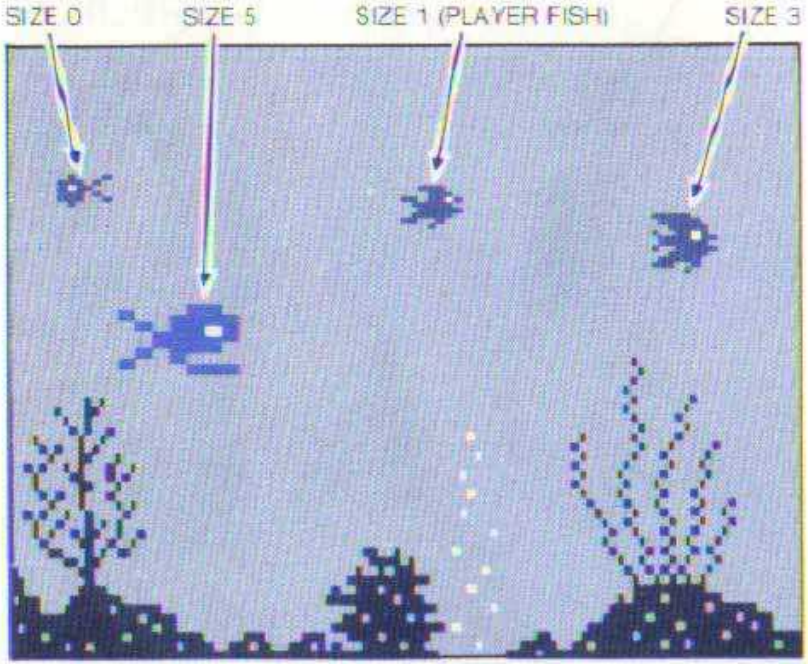
If 2 players, press 2 on either keypad. Then press ENTER. BOTH YOU AND YOUR FRIEND ARE ON!

YOU'RE THE SMALL YELLOW FISH, IF CONTROLLING THE LEFT KEYPAD. HE'S THE SMALL RED FISH, IF CONTROLLING THE RIGHT KEYPAD!



HOW TO PLAY

You begin in the middle of the screen with a SMALL YELLOW FISH (if you're playing alone). Your fish is size 1. Suddenly all kinds of devouring fish, crabs, and lobsters begin to appear. Devouring fish come in sizes from 0 to 5, except for the black shark who is MUCH BIGGER but considered DIFFERENT. Crabs and lobsters are also in a different category. The killer jellyfish is size 6, but he appears later. Press DISC to SWIM FASTER and CHANGE DIRECTION. Press any Key number to DART at TOP SPEED...as when chasing a smaller fish or escaping from a bigger one! Press any Side Button to STOP SWIMMING. Try to keep your fish in the middle of the screen, thus avoiding a sudden assault!



Always attack and SWALLOW UP SMALLER FISH. Do it fast and don't let anything bigger than you touch you! Watch your SCORE go higher for every swallow. Watch your fish GROW ONE SIZE BIGGER for EVERY 1000 points scored! The bigger he gets, the faster he swims...and the SHARPER HIS BITES! Also, the LARGER HIS MOUTH! He must be at least size 3 to eat a seahorse and size 4 to kill a FALLING crab or lobster. Watch those last two turn brown and slip to their death through the bottom screen coral reefs.

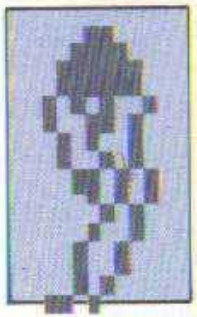
GET EATEN THE FIRST TIME, and a second small yellow fish will appear in the middle of the screen. The screen will indicate you have 4 more fish to go! GET EATEN A SECOND TIME, and you'll have 3 fish to go! And so on. (Unless you've gained some BONUS FISH somewhere.)

When you're out of fish to play, you've LOST THE GAME. Watch the "GAME OVER" message appear! The top left side of the screen will show a "0". Read your FINAL SCORE on the top right side. Is it high? Play again! Beat your own score!

Learn how to STUN and KILL THE SHARK. Always attack his TAIL and NIBBLE at it. Do it very fast and move out of the way even faster for he'll turn around on you and get you! But you can anticipate his moves...and position yourself cleverly to AIM

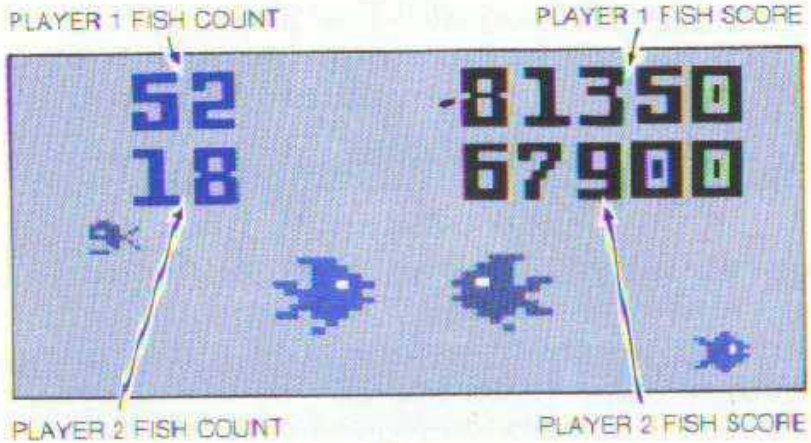
AT HIS TAIL AGAIN AND AGAIN! The smaller your fish is, the longer it'll take to destroy him. But you can do it! And every nibbling raises your score!

Watch a dying shark twist and shrink in pain as he vanishes through the bottom screen coral reefs. But remember, every shark appearing on the screen is a NEW SHARK! And many more will follow!



Now watch out when the killer jellyfish starts cruising around. He's size 6 and CAN'T BE EATEN BY YOU! Avoid him by all means! He'll kill you at first touch! More jellyfish will swim along...TOGETHER maybe! Keep out of their sight! Let the sharks take care of them!

For a TWO-PLAYER GAME, each player fish should attempt to eliminate the other as well as the surrounding crowd of fish, crabs or lobsters



controlled by the computer. Gulp the opponent player fish if you're BIGGER, otherwise nothing will happen. Realize that it is harder to play now. Your opponent player fish not only is as smart as you are, but he can swim FASTER than any other fish to eat you up. So you must be DOUBLY ON GUARD! Watch the red-orange blood bubbles taint the ocean water when either one gets taken by the other.

If eaten up by any fish or moving thing, a new player fish cannot reappear until the opponent player fish is also swallowed up. Watch and compare scores. If your fish is yellow, your score is in yellow. If your fish is red, your score is in red and directly below.

YOUR FISH

Player 1 is yellow and Player 2 is red. Which one do you want to control? When playing alone against the computer fish, you'll be controlling the yellow fish.

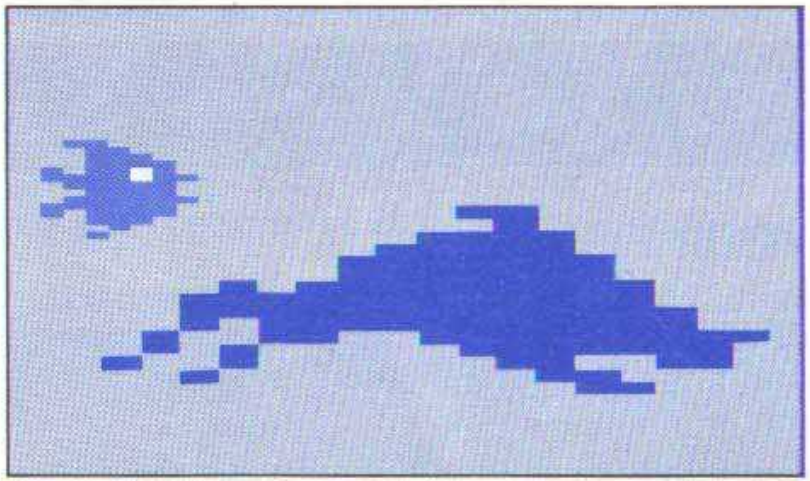
He'll start out very small, size 1, at the center of the screen and wait for YOUR COMMAND. While alive, he'll never get off the screen. When dead, a new small yellow fish will appear at the center. He'll be the second in a team of 5! That team can go down to zero fish — if you're not careful —

and lose the game! Or grow up to 255 fish, by GAINING BONUS FISH and STAYING ALIVE! Then, there's no telling how HIGH your SCORE can go! How about 9,999,950 points?

THE OTHERS!

SHARKS

Black sharks eat anything that moves, except lobsters and crabs. They're very mean and turn around at incredible speed. WATCH OUT! NEVER TOUCH A SHARK'S HEAD OR FINS! If you do, you'll regret it immensely! At HIGHER GAME LEVELS, the shark appears more often on the screen ...swimming also faster and with NASTIER AIMS!



He'll turn brown and become PARALYZED for a short time everytime a player fish nibbles at HIS TAIL. Bite his tail several times BEFORE he tries to leave the screen, and he'll turn brown, shrink in

terrible pain, and die. His body will disappear quickly through the coral reefs at the bottom of the screen. Then another shark will appear!

The bigger your player fish is, the GREATER YOUR POINTS for nibbling at his tail! And the FEWER the number of times you'll have to nibble to kill him! KILL a shark, get a BONUS PLAYER FISH!

CRABS & LOBSTERS

Crabs are orange, lobsters red. They crawl over the coral reefs, along the bottom of the screen — but never together. They jump up from time to time to grab any fish, except sharks. As the GAME LEVEL GOES UP, they JUMP UP HIGHER and MOVE FASTER. Only when they're FALLING, which is when they're weaker, can a player fish kill them. But the player fish must be at least size 4! Otherwise, the player fish gets eaten up when attacking! KILL a crab or lobster and get a BONUS PLAYER FISH!

VARIOUS FISH

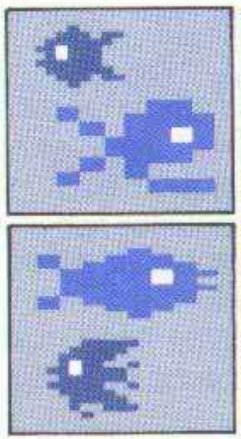
Swimming along with a player fish will be others of various shapes, sizes and colors. Fish of the same color are also of the same type. The large fish want to eat the smaller fish, and the smaller fish want to avoid larger fish nearby. The bigger their sizes, the faster they swim. Fish of the SAME SIZE or TYPE won't fight or gulp — just SWIM PAST! Get your player fish bigger than any of these, and get ready for dinner!

SEAHORSES

Brown seahorses are size 3. They are around quite often, sometimes in pairs, trying to GULP SMALLER FISH...including your yellow or red player fish. Before you start chasing them, make sure you're at least size 3! They're delicious to eat!

KILLER JELLYFISH

Killer jellyfish are size 6 and only appear when a player fish has reached size 5. They're BIG TROUBLE! Especially when 2 or 3 of them show up at a time! They move fast and occupy lots of space, and your player fish will have to duck their attacks very smartly...if he wants TO SURVIVE! Lose sight of any of them for a split second, and you're the best food they ever had! Only a shark can destroy a killer jellyfish.



OTHER FISH

Tan and blue fish appear in different sizes, 0 to 5. Purple fish are size 3. Pink and orange fish are size 4. They feed on smaller fish and get eaten up by bigger fish. However, a size-5 player fish will gulp any of these...even when they're size 5...because the player fish is always a little bit bigger than a similar sized fish.

SCORING

- The maximum possible score is 9,999,950.
- The maximum possible fish count is 255.

EATING COMPUTER FISH	
COMPUTER FISH SIZE	POINTS
0	100
1	150
2	200
3	250
4	300
5	350

EATING PLAYER FISH	
PLAYER FISH SIZE	POINTS
1	150
2	200
3	250
4	300

NIBBLING AT SHARK'S TAIL	
PLAYER FISH SIZE	POINTS
1	150
2	200
3	250
4	300
5	350

KILLING A SHARK	
PLAYER FISH SIZE	NIBBLINGS NEEDED
1	7
2	6
3	5
4	4
5	3

CLIMBING THE UNDERWATER LADDER	
GAME LEVEL	POINTS
0	0 — 4,999
1	5,000 — 14,999
2	15,000 — 24,999
3	25,000 — 49,999
4	50,000 — 89,999
5	90,000 — 9,999,950

KILLING A CRAB OR LOBSTER	
GAME LEVEL	POINTS
0	500
1	550
2	600
3	650
4	700
5	750

GROWING BIGGER

FOR EVERY 1000 POINTS GAINED, GROW ONE SIZE BIGGER (and FLASH in CELEBRATION)

STOP GROWING WHEN YOU BECOME SIZE 5

SPECIAL

KILL A SHARK.. GET A BONUS SIZE-1 PLAYER FISH
KILL A CRAB...GET A BONUS SIZE-1 PLAYER FISH
KILL A LOBSTER...GET A BONUS SIZE-1 PLAYER FISH
FOR EVERY 1000
POINTS GAINED
AFTER YOU GROW
TO SIZE 5..GET A BONUS SIZE-1 PLAYER FISH

STRATEGY TIPS

• While a shark is off the screen, try to stay away from the edge of the screen. Another one may appear suddenly next to you, and get you! Although, any fish bigger than you can surprise you the same way!

• When chasing a smaller fish, be careful of any larger fish nearby who may also be chasing the same fish.

• Don't trust the coral reefs for hiding. They're infested with crabs and lobsters!

• When nibbling at a shark's tail, be sure there are no large fish around the shark and there's enough space for escaping from shark attack! Nibble him to death BEFORE he tries to leave the screen.

• Try not to nibble at shark's tail when shark is too close to the top or bottom of the screen.

• For 2-player games, decide quickly which smaller fish you're going to eat and do it BEFORE your opponent's player fish gets in your way. Try to build up bonus fish WHILE your opponent's player fish is DEAD.

PLAY AGAIN!

Watch the "GAME OVER" message appear on the screen accompanied with the ending music. Press any Key on either Hand Controller and you're ready to start ANOTHER GAME!